

9. The method of claim 7, wherein said second notation comprises ASN.1.

10. The system of claim 7, wherein said second notation comprises GDMO.

11. A system for storing object definition information comprising a parser for object definition information, an object factory for instantiating objects encapsulating said object definition information, said objects having pre-defined interfaces.

12. The system of claim 11, wherein said objects have interfaces defined in CORBA IDL.

13. The system of claim 12, further comprising a CORBA server utilizing the CORBA Dynamic Skeleton Interface.

14. The system of claim 11, wherein said objects encapsulate ASN.1 object definition information.

15. The system of claim 11, wherein said objects encapsulate GDMO object definition information.

16. The system of claim 12, further comprising a root encapsulator object for resolving object definition name information into an object reference for an encapsulator object corresponding to an object definition type.

17. A software object comprising an interface defined in a first notation for manipulating an object at least partially defined in a second notation, said second notation being different from said first notation.

18. The software object of claim 17, wherein said first notation comprises CORBA IDL.

19. The software object of claim 18, wherein said second notation comprises ASN.1.

20. The software object of claim 17, wherein said second notation comprises GDMO.

21. A method of constructing an object invocation comprising the steps of:
 instantiating an object collection of objects
10 corresponding to rules specifying the syntax of said object invocation;
 receiving information of the content of the object invocation; and
 interrogating the object collection with the information
15 to determine a set of objects sufficient to construct the invocation.

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